1.   (Twice Amended) A method for effecting a connection between a user node on a network and a destination node on the network with an audio program, comprising the steps of:

    playing at the user node the audio program having embedded therein a unique header code;

    detecting the unique header code at the user node during the playing of the audio program at the user node;

    in response to detecting the output of the unique header code during playing of the audio program at the user node, assembling the unique header code into a message packet for transmission; and

    causing the user node to be interconnected with the destination node without user intervention over the network such that the destination node can transmit information to the user node.

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3.   (Twice Amended) A method for effecting a connection between a user node on a network and a destination node on the network with an audio program, comprising the steps of:

    playing at the user node the audio program having embedded therein a unique header code;

5   detecting the unique header code at the user node during the playing of the audio program at the user node;

    in response to detecting output of the unique header code during playing of the audio program at the user node, without user intervention assembling the unique header code into a message packet and transmitting information regarding the unique header code over the network to an

10   intermediate node on the network;

    matching the received information regarding the unique header code with routing information stored in a database at the intermediate node, which routing information defines the location on the network of a plurality of destination nodes, the database having stored therein a correspondence between unique header codes and select ones of the destination nodes; and

15   if there is a match between the received unique header code and a unique header code stored in the database, causing the destination node and the user node to be connected over the network

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with the corresponding routing information, such that the destination node can transmit information to the user node.

10.   (Twice Amended) A system for effecting a connection between a user node on a network and a destination node on the network with an audio program, comprising:

a unique header code embedded in the audio program, the audio program playing at the user node;

5   a detector for detecting said unique header code at the user node during play of the audio program at the user node; and

wherein said detector detects the output of said unique code during play of said audio program at the user node assembles the unique header code into a message packet for transmission and causes the user node without user invention to be interconnected with the destination node over the

10   network such that the destination node can transmit information to the user node.

12.   (Twice Amended) A system for effecting a connection between a user node on a network and a destination node on the network with an audio program, comprising:

a unique header code embedded within the audio program, the audio program playing at the user node;

5   a detector for detecting said unique header code at the user node during play of the audio program at the user node;

an intermediate node disposed on the network for receiving information regarding said unique header code, said information regarding said unique header code being assembled into a message packet and transmitted without user intervention over the network to said intermediate node in response

10   to said detector detecting output of said unique header code during play of the audio program at the user node;

routing information stored in a database at said intermediate node, such that said routing information is matched with said received information regarding said unique header code, which said routing information defines a location on the network having a plurality of destination nodes, said

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15   database having stored therein a correspondence between unique codes and select ones of the destination

nodes; and

         if there is a match between said received unique header code and a unique header code

stored in said database, causing the destination node and the user node to be connected over the network

with the corresponding said routing information such that the destination node can transmit information

20   to the user node.

REMARKS

Applicants have carefully reviewed the *Office Action* mailed November 5, 2001 in which Claims

1-20 are pending, and appreciate the allowance of Claims 9 and 18. Claims 1-8, 10-17 and 19-20 stand

rejected. Claims 1, 3, 10 and 12 have been amended to more clearly set forth the inventive concept.

Applicants respectfully request reconsideration and favorable action.

Regarding Claims 1-8, 10-17 and 19-20, rejected under 35 U.S.C. Sec. 103(a) as being

unpatentable over *Palmer et al* (U.S. Pat. No. 5,905,865) (*Palmer*) in view of *Watanabe* (U.S. Pat. No.

6,163,803) (*Watanabe*) this rejection is respectfully traversed as follows. In Applicants' Claim 1, as

amended, the "method for *effecting a connection* between a user node on a network and a destination

node on the network with an audio program" comprises the steps of:

        playing at the user node the audio program having *embedded therein a unique header code*;

        detecting the unique code at the user node during the playing of the audio program at the user

node;

        in response to detecting the output of the unique code during playing of the audio program at the

user node, *assembling the unique header code into a message packet for transmission*; and

      · causing the user node to be interconnected with the destination node *without user intervention*

over the network such that the destination node can transmit information to the user node.